EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	117	703/6.ccls. and @pd>"20071001"	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2008/04/24 17:45
L2	95	345/473.ccls. and @pd>"20071001"	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2008/04/24 17:51
L3	617	simulation same (fluid or gas or fog or cloud$1 or smoke) and @pd>"20071001"	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2008/04/24 17:57
L4	21	simulation same (fluid or gas or fog or cloud$1 or smoke) and animation and @pd>"20071001"	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2008/04/24 17:58

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| advection graphics animation | 1990 | - | 2003 | Search | Ad Sc Sc |

Scholar   All articles - Recent articles Results **1 - 10** of about **389** for advection graphics animation.

Hardware-accelerated texture advection for unsteady flow visualization - all 9 versions »
B Jobard, G Erlebacher, MY Hussaini - Proceedings of the conference on Visualization'00, 2000 - portal.acm.org
... OpenGL-1.2 specification, we demonstrate animations of over ... on an SGI Octane with
EMXI graphics. ... spatial coherence techniques, dye advection techniques, and ...
Cited by 52 - Related Articles - Web Search

Animation of Bubbles in Liquid - all 3 versions »
JM Hong, CH Kim - Computer Graphics Forum, 2003 - Blackwell Synergy
... 17], in which the advection is calculatedusing the ... 2. R. Durikovic, "Animation of
soap bubble ... formation and collision", Computer Graphics Forum (Eurographics ...
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[PDF] Tiled Hardware-Accelerated Texture Advection for Unsteady Flow Visualization - all 2 versions »
B Jobard, G Erlebacher, MY Hussaini - Graphicon 2000, 2000 - graphicon.ru
... is equivalent to a texture advection scheme applied to ... hardware features on advanced
graphic workstations. ... Seamless animations are achieved through a careful ...
Cited by 11 - Related Articles - View as HTML - Web Search

Realistic Animation of Fluid with Splash and Foam - all 2 versions »
T Takahashi, H Fujii, A Kunimatsu, K Hiwada, T ... - Computer Graphics Forum, 2003 - Blackwell Synergy
... to fluids in computer graphics, a full ... Navier-Stokes equations in creatingfluid-like
animations. ... using a combination of asemi-Lagrangian advection schemes and ...
Cited by 51 - Related Articles - Web Search

Visualizing vector fields using line integral convolution and dye advection - all 10 versions »
HW Shen, CR Johnson, KL Ma - Proceedings of the 1996 symposium on Volume visualization, 1996 - portal.acm.org
... is an animation se- quence of dye advection in a ... ence between LIC volumes in an
animation sequence to ... part of the NSF STC for Computer Graphics and Scientific ...
Cited by 78 - Related Articles - Web Search

Visualization for climate modeling - all 7 versions »
N Max, R Crawfis, D Williams - IEEE Computer Graphics and Applications, 1993 - doi.ieeecs.org
... animation, the average time per frame was 45 minutes on a Silicon Graphics Personal
Iris 4D135 workstation, about half for rendering and half for advection. ...
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Animation and rendering of complex water surfaces - all 29 versions »
D Enright, S Marschner, R Fedkiw - ... conference on Computer graphics and interactive techniques, 2002 - portal.acm.org
... was introduced to the computer graphics com- munity ... creating realistic liquids for
computer animation is the ... 3.3.2 Velocity Advection The momentum portion of ...
Cited by 258 - Related Articles - Web Search - BL Direct

A simple, efficient method for realistic animation of clouds - all 28 versions »
Y Dobashi, K Kaneda, H Yamashita, T Okita, T ... - ... conference on Computer graphics and interactive